

# Bilal Ahmed

## Game Programmer

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## Skills

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### Programming Languages

- C++, C#, Java
- XML, HTML

### Software and APIs

- Unity, Unreal Engine 4, CryEngine
- SFML, OpenGL, DirectX
- Visual Studio, XCode, Android Studio
- SVN: GitHub, BitBucket

### Other

- Game algorithm design and software designs patterns implementation

## Experience

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**Red Star Technologies** (*September 2017 - present*)  
Game Programmer

**Binex Solutions** (*October 2016 - May 2017*)  
Game Programmer

**ICEPT Training Centre, Iqra University** (*Fall 2015 - present*)  
Unity Lecturer/Instructor (part-time)

- Teaching game development short course

**PurePush** (*September 2012 – September 2015*)  
Game Programmer

**Independent projects**  
**Mayan Adventure game** (*Fall 2015 - cancelled*)  
Game Programmer

## Education

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**National University of Modern Languages Islamabad.**  
Bachelor of Science Computer Science (2013)

## Projects

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Following is an incomplete list of few projects that I worked on as a freelancer and during my stay at previous companies.

### 2D Plane Adventure

**Responsibilities:** Design and programming

Developed in C#, Unity

**Project Details:** A 2D endless side-scrolling game. I was responsible for design and programming.

### Illegal Drag Racers

**Responsibilities:** Programming.

Developed in C#, Unity

**Project Details:** A 3D drag racing game. I was responsible for programming the GUI/HUD, gameplay features and testing the builds.

**Dead Trap Survival**

**Responsibilities:** Gameplay/AI programming

Developed in C#, Unity

**Project Details:** A survival swarm based game I was responsible for setting implementing the AI for the NPCs and testing the builds.

**Stunt Bike Extreme**

**Responsibilities:** Programming, design.

Developed in C#, Unity

**Project Details:** A 3D stunt bike game. I was responsible for programming some of the gameplay features and testing the builds.

**Hop Ball Game**

**Responsibilities:** Programming.

Developed in C#, Unity

**Project Details:** A casual endless ball bounce game. I was responsible for project estimation, module break-down and programming.

**Place the Pins Game**

**Responsibilities:** Programming, design.

Developed in C#, Unity

**Project Details:** A casual game where player has to fire pins on a rotating wheel. I was responsible for extending the main game to add new game modes, module break-down, estimation and programming the new features.

**Uncle Majboor Run**

**Responsibilities:** Programming.

Developed in C#, Unity

**Project Details:** An endless runner. I was responsible for project estimation, module break-down and programming.

**Tap Dodge Tap**

**Responsibilities:** Programming.

Developed in C#, Unity

**Project Details:** A casual endless game where player has to control a falling cube to make it jump and to navigate through the incoming obstacles. I was responsible for project estimation, module break-down and programming.

**Mayan Adventure** (Cancelled independent project)

**Responsibilities:** Programming

Developed in C++ (during the prototype phase), C# Unity, XML

**Project Details:** A retro 2D adventure game that I worked on as a programmer and created an RPG-like dialogue tree system.